

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 LEVEL NATURAL – AGGRESSIVE NON VUL
MICHAELS AND LEAPING MICHAELS
UNUSUAL OVER UNUSUAL
2nt is lowest 2 suits
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> 15-18 System on
4 <sup>th</sup> 10-14 over a minor 11-16 over a Major System on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak JO New suit by P F1 where NT shows 0 or 1 of her suit
Unusual 2nt – lowest 2 suits
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct 3 of Openers suit is stopper ask. P bids 3nt or a suit
Michaels and Leaping Mich. 1M – 2M is other M and any minor 55 usually.
1m – 2m is for the Majors – same m
1m – 4m is good 4H or S.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Weak 1 NT X is Penalty orientated
Strong NT X is 4Major and 5+ minor . 2♣ is P/C and 2♦ bid your Major.
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X is T/O Cue bid can be stopper ask.
Jumps are strong.
2 and 3 NT are nat. 4NT is 2 places to play or minor t/out.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X for Majors
NT for minors

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> or Hi lo if Dblton Coded 9s and 10s throughout	H or xx(X) lead X Coded 9s and 10s	
NT	4 <sup>th</sup> or Coded 9 10	4 <sup>th</sup> Coded 9 10 or Highest Honour	
Subseq	Remaining count lead	Same	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx..	A for att	
King	AK KQ KQx	K for count	
Queen	QJx	AQJHx	
Jack	J 10 x (x)	J 10 x (x)	
10	10xx HJ10xx	109xx HJ10xx	
9	H109x 9xx	H109x(x) 98xx	
Hi-X	2 or 4	Even number	
Lo-X	3 or 5	Odd number	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	UDatt or count when needed	UDatt or c when needed	UD – low enc
Suit 2	UD att or STD remaining count	Same as above	Same
3	Same	Same	Same
1	UD att	UD count	UD att plus Lavinthal when appropriate
NT 2	STD remaining count		
3			
Signals (including Trumps):			
Low enc ... Lavinthal in trump on need to know basis.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Negative mainly.			
Rescue if p opens 1nt – p – p – x – xx or 1nt - x – p-p xx Bid lowest 4cd suit etc			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support x and xx			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:
<b>NCBO: SOUTH AFRICA</b>
<b>PLAYERS: LARRY CHEMALY SHARON LANG</b>
EVENT (Open/Women/Senior/Transnational) MIXED
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 15-17 NT
5 CD MAJORS 4 + ♦ 2 + ♣
<b>UPSIDE DOWN COUNT AND ATTITUDE</b>
1430 KC
WEAK 2 ♦ ♥ ♠
STRONG 2 ♣
REVERSE LANDY
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
BERGEN
MINORWOOD where we have agreed m.
S A Texas 4♣ = ♥ 4♦ = ♠
<b>SPECIAL FORCING PASS SEQUENCES</b>
FP only when we have shown balance of points – use judgement to bid up or X.

Rest natural	Responsive x	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	High level XX shows 1 <sup>st</sup> rd control	<b>IMPORTANT NOTES</b>
XX is 9+ no good fit usually	High level X usually tells P not to bid up.	Good Bad 2nt in all comp. Auctions where 2nt is weaker than 3m.
Bids are natural		<b>PSYCHICS:Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG:DBL THRU	DESCRIPTION			SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				DESCRIPTION	RESPONSES	DESCRIPTION		
1♣		2	3♠	11 + no 5M or 4♦	1 M if has 4+ M 1♦ if not 1nt if neither 2♣ inverted 3♣ weakish Splinters 3 new suit	Inverted is F to 3m or 2nt so new suit is F.		
1♦		4	3♠	11+ no 5M	1M Nat 2♣ GF Inverted 2♦ F to 2nt or 3♦ 3♦ weakish 3other suit is a splinter	Same		
1♥		5	3♠	11+	1♠ = 4♠ 1nt denies 4♠ usually F1. 2♥ = 8-10 3card 2/1 GF in new suit except 2♠ is weak 1M - (x) - 2nt is 4M 8+ points	2 new suit shows 4 + ..Jumps are inv. 2nt over 1nt resp is 18-19	Neg x Weak jumps Jump to 2nt over 2 suits shows other 2 us. 55 Drury - 2♣ = 4 cd 7-9 2♦ = 4cd 10+	
1♠		5	3♥	11+	Bergen 3♣ 7-9 4 card support 3♦ 10-12 4 cd support Jacoby 2nt 4cd GF 3nt is 12-15 4333 stoppers in other 3 suits and 3cd support	Over Bergen or Drury 3 is signoff		
INT		2		15-17 Can be good 14 or bad 18. May have 5 M or a Singleton H	Stayman 4 way trfs 3♣ is Puppet 3♦ is 55Majors 3♥ is 55 minors inv. 3♠ is 55 minors GF After minor trf any Major bid is shortage	Bid accordingly or 3nt if none of the above		
2♣		0	3♠	22+ Or any GF or 8 trick hand	2♦ is an A or K or 3Qs. 2♥ is negative 2nt shows ♥ 2♠ shows ♠ 3♣ shows ♣. All show min 5card suit with 2 of top 3 Hs.	2nt = 22-24 3nt 25+ System on over 2nt by opener		
2♦		5		7 – 11	2nt is ask Ogust responses 3♦ is preemptive New suit F1 Our Ogust 3♣ is 1 of top H 3♦ is 2 3♥ is 3 3nt is solid suit AKQxxx	3♣ 3♥ 3♠ splinters		
2♥		5		7 – 11	2nt is ask Ogust as above			
2♠		5		7 - 11	2nt is ask Ogust as above	Same as above		
2NT		1		20-21 Can be very good 19 or bad 22	3♣ is Puppet Stayman 3♦ trf to ♥ 3♥ trf to ♠ 3♠ is minor suit stayman 4♣ SA Texas trf to 4♥ 4♦ trf to 4♠. 4nt is quantitative.	3♦ is 4 card Major(s) After opener bids SA Texas Major 4nt is 1430 kc in that suit.		
3♣		7		7-11	New suit F1 4nt is kc in ♣	New suit resp= 3nt 0-1 3♣ is 2 3 suit is 3+		
3♦		7		7-11	Same as ♣	Same		

3♥		6		7-11	Same	Same	
3♠		6		7-11	Same	Same	
3NT		7		9-12 Gambling solid minor	4♣ p or c 4♦ forces game in the minor		
4♣		8		7-11 Preemptive	4 new suit F1 ... then 4nt is to play Direct 4nt is rkc		
4♦		8		Same	Same		
4♥		7		Preemptive	4nt is KC		
4♠		7		Same	Same		
4NT		0		Specific Ace ask	5♣ = 0 5 suit = Ace 6♣ = ace ♣ 5nt= 2 Aces	Responder must P next bid	
5♣		8		Preempt		<b>HIGH LEVEL BIDDING</b>	
5♦		8		Ditto		POD1 so 4nt - ( 5♣ ) -p = 1 or 4 X = 0 or 3 5nt = 2 or 5 no Q 6♣ = 2 or 5 plus Q	
5♥		8		Ditto		ROP1 where P is 1 4 and XX is 0 3 etc	
5♠		8		Ditto		5NT = pick a slam OR asks P about opps suit OR unbid suit for slam	